NN SCRIPTS

Touch statistics

user manual

A NATASHA NAMINOSAKI PUBLICATION

© Second Life script user manual

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ИN scripts

Thank you for purchasing ИN script. This user manual covers more in-depth details, which were not possible to include in the dialogmenu due to the limited space. Please, take your time to read this manual to prevent accidental damage or loss of your product.
In the event an issue not covered in this manual arises, feel free to send IM or a notecard to Natasha Naminosaki. Prior to sending a notecard, I kindly please you to read the information in the manual.

ИN TOUCH STATISTICS script users manual

⚠
The script uses by default the object description to store the number of touches as an additional security measure to preserve the total touch count in spite of the unpredictable nature of ©Second Life grid (eg. sim crashes. etc) . If the object description is set to the default value "(No Description)", it will be automatically renamed to a zero value: "0". If the description is different, it will not be changed to prevent unwanted object description change. However, you can change the object description manually. Refer below regarding using / not using the object description.

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In order to use the script, be sure to be in area, which allows running scripts.

i
UNIVERSAL USE: putting the script into any modify enabled object you own does not influence its original functions or other running scripts.
©ASPERVEND: If you intend to use this script in ©aspervends vendors, there is a customized script called "NN touch stats - ©ASPERVEND" included, which natively cooperates with ©aspervends object description

Quick start

1. Put the script into any modify enabled object you own.
2. The script will reset itself and notify you via a private instant message in local chat.
3. The touch statistics of the object the script was put into are now fully functional.
   - ➥ you might want to customize the behavior of the script: type /99menu in local chat and touch the respective object
   - ➥ print the stats report by touching the object (report is sent to you privately, so noone else can see it).

Features

➥ UNIVERSAL USE: putting the script into any modify enabled object you own does not influence its original functions or other running scripts.
➥ MEMORY: The script is able to store up to 200+ unique avatar names with the exact time of the last interaction in memory. The script automatically detects low memory and shifts the entries discarding the oldest entry first, so user intervention is not neccesary.
➥ UNIQUE TOUCHES: repetitive touches of the same avatar are discarded to gain the most accurate results (eg. for multivendors). However, if an already stored avatar touches the object again after 10 minutes passed from the previous touch, this touch counts towards the total touch count and a multiplier next to the avatar name indicates the number of such interactions (in order to store the returning frequency of particular avatar names)
➥ NO SPAM: completely quiet for touchers - does not send any messages to others except the owner. All messages and reports are sent to owner privately so only the owner is able to see them.
➥ LOW LAG: very efficient and low lag
➥ SECURITY: only owner of the object the script is put into is able to see the statistics or issue commands to the script. Refer below on how to customize the behaviour of your script.
➥ UPDATES: free for lifetime (automatic delivery)

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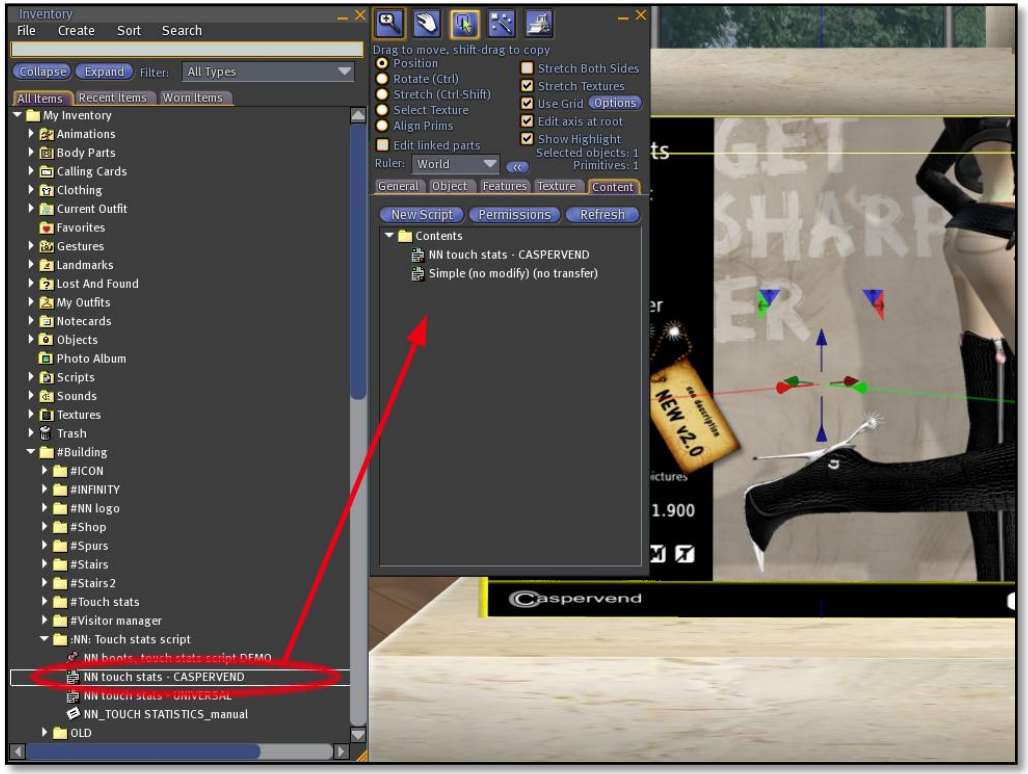
❶ Installing

Installing the statistics script is extremely fast and easy. All you need to do is to put (drag/drop) the script into the object you would like to monitor and get touch statistics.

Step by step:
1. Rightclick on the object you would like to monitor, select edit from the pie and open the "contents" tab of the object. You may see other items inside, eg. scripts, textures, etc. These does not influence the script and vice versa, the script does not influence them.
2. Put the script inside by dragging it from your inventory to the contents tab of the respective object The script will reset itself and notify you via a private instant message in local chat.
3. The touch statistics of the object the script was put into are now fully functional.
4. Additionaly, you might want to customize the behavior of the script: type /99menu in local chat and touch the respective object
5. Print the stats report upon owner touching the object (the report is sent to you privately, so noone else can see it).



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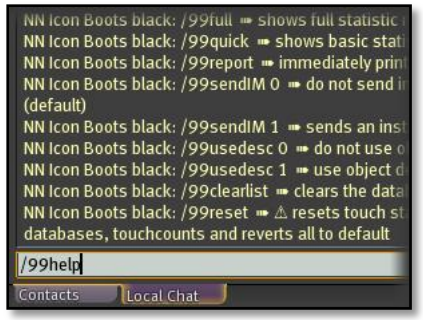
➥ In order to use the script, be sure to be in area, which allows running scripts
➥ The object you would like to monitor needs to have modify permisson - check permissions at the general tab of the object
➥ If you intend to use this script in ©aspervends vendors, there is a customized script called "NN touch stats - ©ASPERVEND" included, which natively cooperates with Caspervends object description.
➥ In some very rare cases, it may occur another script inside the object is actively working with the contents of the object. If such script is not scripted precisely, it may lead to unexpected results (eg. removal of the script). If you are not sure, please contact me.

❷ Customizing

There are 2 ways to customize the behaviour of the script. There are important differencies between them:

Natasha Naminosaki's 'NN Icon Boots black'
NN TOUCH STATISTICS
(MAIN MENU)
☛ This menu affects only the script in the touched object. Use advanced chat commands to setup all scripts in range.
[Settings]
[© NN]
Clear list
Reset script
✓ EXIT ✓
Ignore

SETUP VIA INTERACTIVE MENU
- influences the behaviour of ONLY ONE statistics script
- very userfriendly
- accessing the menu: type /99menu into the local chat and touch the desired object (the script has to be put into the object before)
- refer to the chapter "Interactive settings menu" for detailed description of each setting option


NN Icon Boots black: /99full ➠ shows full statistic
NN Icon Boots black: /99quick ➠ shows basic stat
NN Icon Boots black: /99report ➠ immediately print
NN Icon Boots black: /99sendIM 0 ➠ do not send i
(default)
NN Icon Boots black: /99sendIM 1 ➠ sends an ins
NN Icon Boots black: /99usedesc 0 ➠ do not use o
NN Icon Boots black: /99usedesc 1 ➠ use object d
NN Icon Boots black: /99clearlist ➠ clears the data
NN Icon Boots black: /99reset ➠ ⚠ resets touch st
databases, touchcounts and reverts all to default
/99help
Contacts
Local Chat

SETUP VIA CHAT COMMANDS
- influences the behavior of ALL statistics scripts in objects that are within chat range (20m)
- useful for shops or malls, if you need to setup all scripts at once
- scripts are listening on channel 99 and respond only to the owner of the objects. Issuing a command on channel 99 looks in local chat like this: /99command
- refer to the chapter "Command list" to see all the commands you can issue to the script

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Both ways of customizing have the same range of adjustable settings

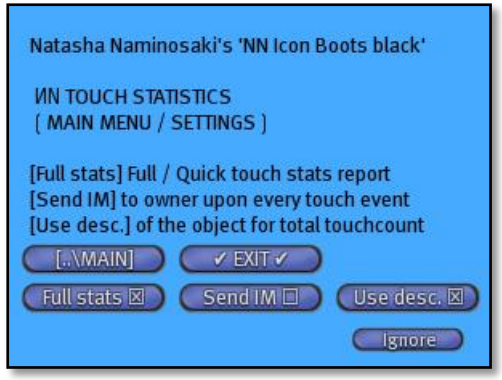
❸ Interactive settings menu

The interactive dialog menu influences the behaviour of ONLY ONE statistics script.

⚠
After a script reset, all settings are reverted to their default values.

ACCESING THE MENU:
1. Stand close to the object you would like to setup and type into the local chat: /99menu (on the assumption that the statistics script was already put into the desired object).
2. Touch the desired object within 30 seconds. If touching the object initializes also its original functionality, you can ignore that, as it does not influence the script, nor its menu.
3. Interactive settings menu for the touched object will be initialized.

SETTINGS
Upon clicking the [Settings] button in the main menu, you will be presented a menu with buttons corresponding to each setting. Each setting has a checkbox indicating if it is currently turned on or off. Press the desired setting to toggle between ON/OFF.


Natasha Naminosaki's 'NN Icon Boots black'
NN TOUCH STATISTICS
(MAIN MENU / SETTINGS)
[Full stats] Full / Quick touch stats report
[Send IM] to owner upon every touch event
[Use desc.] of the object for total touchcount
[..\MAIN]
✓ EXIT ✓
Full stats ☒
Send IM ☐
Use desc. ☒
Ignore

[Full stats ☒] / [Full stats ☐]
If checked, upon owner touch the script will print out full statistic report (default setting).
If unchecked, upon owner touch the script will print out a short form of the touch statistic report.
This can be useful if you want to inspect more objects and need just a basic report. If you want to get a short report for all objects in chat range, type in the local chat: /99report
The full statistic information remains intact including the last 70 stored avatar names in case you would like to get the full report later.
In every case, the report will be printed to local chat via private message ONLY to the owner of the objects (yellow chat color at default Phoenix setting).

[Send IM ☒] / [Send IM ☐]
If checked, the script will send an IM to owner upon every unique touch of this object.
The IM will be delivered even if the owner is not in the current region or is offline. Consider the use of this function if you expect the object to be touched often.
If unchecked, the script will not send any notice everytime the object is touched (default setting).

[Use desc. ☒] / [Use desc. ☐]
If checked, the script will try to use the description of the object to store the number of touches as an additional security measure to preserve the total touch count (default setting).
The number of touches is always stored in memory. On script reset the memory is cleared while the object description persists. If this option is checked, the script tries to save every unique touch to memory and to the object description as well in case of unattended script reset (not user triggered). However, if the object description does not have compatible value (a positive whole number), the script will not use it inspite that the option is checked to prevent unwanted object description change.
➥ in case of unattended script reset (eg. sim crash), the stored value in the description is used as the touchcount
➥ in case of user triggered script reset, this value is reverted to zero unless it was changed manually prior to the script reset (if you want to start counting the touches from a value different than zero).

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Regardless of this setting, the script will change the object description ONLY if it has one of the following values:
- a positive whole number
- "(No Description)"
- is empty
This is a security measure to prevent the script to change the object description which is in use by the user or another script.

CLEAR LIST
Clears the database of stored toucher names and their respective touchtimes. The database is cleared as well on script reset.

RESET SCRIPT
Resets the script. Clears database of stored toucher names and their respective touchtimes, touchcounts and reverts all settings to default.

⚠
Use with caution. After a script reset, all settings are reverted to their default values.

❹ Command list

⚠
By using these commands you interact with ALL your ИN touch scripts in chat range (commonly 20m).

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If you want to change the settings only in one object, use the settings menu instead.
To get the settings menu for a particular object: ❶ type \"/99menu\" to local chat; ❷ touch the desired object within 30sec.
Refer to section "3. Interactive settings menu" in this manual for further details.

/99menu ➟ Waits 30sec for the owner to touch the object containing this script to launch the settings menu
/99help ➟ displays this information in chat (privately only to the owner)
/99full ➟ shows full statistic report upon owner touch (default)
/99quick ➟ shows basic statistic report upon owner touch in an abbreviated form
/99report ➟ immediately prints basic stats report for all objects in chat range
/99sendIM 0 ➟ do not send instant message to owner upon every avatar touch (default)
/99sendIM 1 ➟ sends an instant message to owner everytime the object is touched
/99usedesc 0 ➟ do not use object description for storing the touchcounts
/99usedesc 1 ➟ use object description to store the number of total touches (default)
/99clearlist ➟ clears the database of toucher names in all scripts in chat range
/99reset ➟ ⚠ resets touch stats scripts in all objects in chat range (clears toucher databases, touchcounts and reverts all to default)

❺ FAQ

➲ Is there any difference between using the SETTINGS MENU and LOCAL CHAT commands?
YES.
Using the settings menu you affect the behaviour of ONLY ONE statistics script - particularly the one which is in the object you touched after typing /99menu. By issuing a valid command on channel 99 in local chat you affect the behavior of ALL statistics scripts in objects that are within chat range (commonly 20m). See chapter 2 for more details on how to customize your scripts.

➲ Are there any memory limitations?
Yes. There is an overall script memory limit set in ©Second Life. According to this limit along with my tests, the script is able to store more than 200 unique visitor names. This should be enough to keep up even in crowded places for at least 3 months (note, that not every visitor is stored - these are unique avatar names, so only those that are not already stored will be added). Script automatically detects low memory and will discard the oldest entries first, so user intervention is not necessary.

➲ My configuration is lost / reset
NN Touchstats script is universal, which means it is possible to use it in any of your currently owned and rezzed objects. A prerequisite for this is to store all configuration settings only in the script itself. Once the script is reset, all your settings are reverted to default and the script memory with touchers database is cleared. Events, at which scripts are reset:
a/ user triggered script reset (in the settings menu)
b/ rezzing the object that contains NN Touchstats script (incl. taking the object to your inventory and rezzing again)
c/ dragging NN Touchstats script from your inventory to a rezzed object (equals to rezzing the object)

➲ Usage tips:
Shops / malls - take advantage of setting up all scripts in chat range via local chat commands issued on channel 99. See chapter 4 for the list of all valid commands.
Quick reports - issue the command /99report in the local chat to get a short stats report of all monitored objects in chat range
Send IM - is by default off to prevent unwanted spam. If you consider important to be informed everytime when the object this script was put into is touched, activate sending IMs. See chapter 3 for more details.

❻ Info, revision history, ©

〔© NN〕 - presents you following information:

〔pdf Manual〕 - URL link to Touch statistics pdf user manual (URL is on secure LL servers)
〔Help〕 - prints the list of advanced commands to chat (privately only to the owner)
〔About〕 - provides information about the product and the version
〔©〕 - Copyright notice

REVISION HISTORY:
(lifetime FREE updates)

v1.0 (06.09.2011)
- fully working version

v1.1 (09.03.2012)
- ADD: pdf manual
- UPD: touchers database efficiency vastly improved - now able to store 200+ unique toucher names
- FIX: quick reports
- FIX: settings menu (was sometimes appearing instead of report)

SCRIPTS